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Online interactions Not Rated by the ESRB



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24

Bungie's much anticipated follow up to *Destiny* is about to land, bringing with it a slew of improvements. We take readers to the edges of the galaxy in our preview.

XXX-- MIDDIE + FARTH"---

SHADOWAR



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FORZA MOTORSPORT 7

Few racing franchises combine realistic physics, officially licensed cars and outrageous tracks as well as Forza Motorsport does. This year's update promises to be the best yet.

PREVIEW

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Switch owners rejoice: Nintendo's original fighting game, ARMS, has arrived with a level of fast and humorous combat like we've never seen before. See how we rated it!

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(Nintendo)

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WELCOME

FROM THE EDITOR



THE HITS KEEP COMING

t's strange to think about the fall and winter gaming season when it's still hot enough outside to bake cookies on your dashboard. But we recently returned from E3 2017, and we are psyched by the amazing lineup of games scheduled for release this year and in early 2018.

We're so excited, in fact, that we dedicated a dozen pages of this issue to highlight the gaming goodness that will be landing on store shelves soon, starting with an amazing new piece of hardware: the Xbox One X.

Microsoft has taken a leap forward in console power with the One X, previously known as Project Scorpio. This brute is 40 percent more powerful than any other console on the market, and able to produce native 4K HDR (high-dynamic range) graphics running at a fast and smooth frame rate.

The Xbox One X will play all previously released Xbox One games as well as any backward-compatible Xbox 360 and original Xbox games — a new feature also announced at E3. Starting this fall, most new releases will support the One X's enhancements, and many publishers are providing patches for older games such as Final Fantasy XV and Resident Evil VII to take advantage of those features. Anyone who owns a 4K display should check out this system.

We were even more excited about all the great games equally on display at the annual trade show. We are particularly psyched for *Super Mario Odyssey*, the first new openworld, 3D Mario adventure since *Super Mario Galaxy 2* was released in 2010.

The game's silky-smooth gameplay and wild, very un-Mario-like settings completely blew us away. For instance, New Donk City, a metropolis fashioned after New York City, offers realistic looking buildings, cars and people. We're not sure how Donkey Kong fits in, although we did find out that Mario's original flame, Pauline, is the city's mayor.

A new character/power up named Cappy is a magical hat that Mario can use as a tool and to possess enemies and objects. Have you ever wanted to see what a Mario dinosaur might look like? Or perhaps experience flying around like Bullet Bill? Well, this game will give you that chance.

For all these reasons, *Super Mario Odyssey* gets our vote for E3 Game of the Show.

Enjoy this month's free print and digital editions of Walmart GameCenter magazine, packed with news, previews and reviews. Our goal, now as always, is to keep you at center of everything gaming.

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NAUGHTY DOG

GAMEON

GAMING NEWS, NUMBERS & GOSSIP

BY GAMECENTER STAFF

(111) (10)

NINTENDO GOES BACK TO THE PAST AGAIN WITH THE SNES CLASSIC EDITION

o the delight and surprise of gamers both young and old, Nintendo recently unveiled the SNES Classic Edition, a follow-up to one of last holiday's hottest gifts, the NES Classic Edition.

This time around, the company focuses on the 16-bit era of gaming, with the pint-sized replica of the Super Nintendo Entertainment System packed full of some of the platform's biggest and best games. The SNES Classic Edition brings together Nintendo classics such as Super Mario World, The Legend of Zelda: A Link

to the Post, Super Mario Kort, Super Metroid and Yoshi's Island with beloved third-party hits such as Final Fontasy III, Mego Man X, Super Castlevanio III and Street Fighter II Turbo: Hyper Fighting.

Other games in the console's built-in library include Contra III: The Alien Wars, Donkey Kong Country, EarthBound, F-Zero, Kirby Super Star and Kirby's Dream Course. Plus, Secret of Mana, Star Fox, Super Ghouls 'n Ghosts, Super Morio RPG: Legend of the Seven Stors, Super Punch-Out!!! and the never-before-released

Stor Fox 2.

"While many people from around the world consider the Super NES to be one of the greatest video game systems ever made, many of our younger fans never had a chance to play it," said Doug Bowser, Nintendo of America's senior vice president of sales and

marketing, during the
announcement. "With the
Super NES Classic Edition, new fans
will be introduced to some of the best
Nintendo games of all time, while longtime fans can relive some of their favorite
retro classics with family and friends."

The SNES Classic Edition is scheduled for release in September. The package will include the console, one HDMI cable, one USB charging cable with AC adapter, and two replica SNES wired controllers. Unlike the NES Classic Edition, the SNES Classic Edition won't be around after the holidays, so you must snag yours before the end of the year. However, Nintendo has promised that more units will be available during that shorter time. The company also addressed another consumer complaint by giving the controllers 5-foot cables instead of the 3-foot cords used for the NES Classic Edition.

Pick up your own SNES Classic Edition from walmart.com or your local Walmart store.



BY THE NUMBERS

3 Primary weapons Pilots can now carry in *Titanfall 2* thanks to an update

06:59.50 Unbelievable final time for YouTuber Seeker TV's any percent *Prey* run

Pigs that were motion captured for The Last of Us II

10.2017 When all of *Destiny's* PlayStation-exclusive content will finally be available for Xbox One players

3 VS 3 Players that will skate it out in the new variant for *NHL 18's* EA Sports Hockey League mode



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GAME ON

XBOX AVATARS ARE RETURNING, AND THEY'LL BE BETTER THAN EVER

While Microsoft pushed Xbox 360 owners to express themselves and their tastes through Xbox Avatars, those virtual representations of players took a back seat when the company directed its attention to the Xbox One.

Now, however, Xbox Avatars are set to make a return in a big way. The Avatars will get a major visual upgrade, with a more detailed style and completely remade in full HD quality. The new Xbox Avatars will also offer a far deeper level of customization and personalization, including more body types and non-gendered clothing, so that you can really make a character that represents who you are.

Also, since the Avatars have been rebuilt from the ground up in Unity, they now sport a full physics system that lets them interact with objects in the world. Such interaction includes what Xbox senior product manager Bryan Saftler calls "different types of mounts, so to speak: whether you're on a skateboard or a motorcycle, or whether you want to be in a wheelchair."

Look for the all-new Xbox Avatars to arrive for Xbox One owners everywhere this fall.



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STUDIO WIŁDCARD / XBDX ONE, PS4, PC

aug 8

AGENTS OF MAYHEM
DEEP SILVER / XBDX DNE, PS4, PC

UNCHARTED: THE LDST LEGACY SDNY/PS4

MAUDEN NFL 18 EA / XBOX DNE, PS4

MARID + RABBIDS KINGDOM BATTLE UBISOFT / SWITCH

KNACK II SDNY / PS4 DESTINY 2

ACTIVISIDN / XBDX DNE, PS4

DISHONDRED: DEATH OF THE DUTSIDER BETHESDA / XBDX DNE, PS4, PC

METROID: SAMUS RETURNS
NINTENDD / 3DS

MARVEL VS. CAPCOM: INFINITE

NBA 2K18

2K / XBDX DNE, PS4, SWITCH, XBDX 36D, PS3, PC

THE LEGD NINJAGD MDVIE VIDEDGAME WBIE / XBDX DNE, PS4, SWITCH, PC

FIFA 18

EA/XBDX ONE, PS4, SWITCH, XBOX 360, PS3,

FORZA MOTORSPORT 7 MICROSOFT / XBDX DNE, PC

MIDDLE-EARTH: SHADOW OF WAR WBIE / XBDX DNE, PS4, PC

WWE 2K18 2K / XBDX ONE, PS4

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STAR FOX 2 TO FINALLY DEBUT AFTER TWO-DECADE DELAY

What's the longest you've waited for a game to come out? A few years? For fans of Nintendo's *Star Fox* series, the answer is now 22 years.

Nintendo has announced the once canceled *Star Fox 2*, will be one of the games included on the SNES Classic. The sequel was originally completed, and even passed through Nintendo's QA department, in 1995. However, Nintendo never released it. So, what happened? According to Dylan Cuthbert, a programmer from Argonaut Software who worked on both *Star Fox* and its sequel, the game simply existed at the wrong time. Sony's PlayStation and Sega's Saturn were quickly gaining ground, and Nintendo wanted to focus instead on its upcoming next-generation console, the Nintendo 64. As a result, *Star Fox 2* was shelved, although some of its ideas were recycled in *Star*



GAMING GOSSIP

COMPILED BY QUARTERMANN



STAR WARS GOES VISCERAL, BULLY COME BACK, RAIDING TOMBS REDUX

Hello again, my ever-faithful Quartermaniacs! It's I, your favorite merchant of mouth-watering rumors and mesmerizing gossip from the maniacal world of video games. While getting a chance to play both Sea of Thieves and Skull & Bones at E3 let this landlubber live out the fantasy life of being a pirate, you'd swear ol' Quartermann was still at sea with all of the leaks we've got going on this time around! ... First up is Visceral Games' upcoming Star Wars adventure, which it seems will be an original story set between A New Hope and Empire Strikes Back. From what I've heard, you'll be playing a character named Dodger who dodged the Imperial draft. To hide from the Empire, Dodger finds a home in the criminal underworld and gets a job offer from Jabba the Hutt, kicking off the main story, Supposedly the game's third-person action gives Dodger the chance to combine both a "light whip" and a blaster in some intense action combat, which wouldn't be too far removed from creative director Amy Hennig's work on the Uncharted series. In a final interesting twist and potential source of motivation, Dodger hails from the planet Alderaan. Let's just hope his fate is a little less explode-y than that of his homeworld ... Q-mann also caught a leak in the form of a batch of concept artwork reportedly created for a sequel to Rockstar Games' 2006 cult classic Bully. The art features several characters, including a Jack Nicholson-inspired veteran named Abe, a Goth girl, a sketchy tennis instructor, and an elderly mailman with a prosthetic arm.

We also see a few potential locations, such as an abandoned house that's a crime scene. but no shot of the iconic Bullworth Academy. Rockstar has been hinting at a Bully seguel for years, and the original game's composer, Shawn Lee, even let slip in 2009 that he was working on the soundtrack to a seguel. Does this all add up to something? As of now, sadly, I've been hearing mixed things as to whether the game is actually in production. Still, the evidence points to a decent level of preproduction being done on a potential Bully seguel, and in this Quarter-mind, it's more a question of when, not if ... Finally, it doesn't take much imagination to believe we'll see a third chapter of the new-era adventures of Lara Croft sometime soon. A marketing firm, however, seems to have jumped the gun on confirming what Miss Croft will be up to next. A piece of a marketing presentation hit the internet recently featuring a number of logo treatments for the title. Shadow of the Tomb Raider. Below the logos, several pieces of key art show Lara in a variety of situations, from preparing to notch her bow in the rain to avoiding traps while exploring deep into an unnamed temple. No reveal of the game at E3 tells me that we won't be seeing Lara delving into a whole new set of dark depths before the end of this year, but I've got a good feeling about the big two-zero-one-eight. Especially since a game so focused on single player will really be able to shine, thanks to the higher power of both the Xbox One X and PlayStation 4 Pro ...





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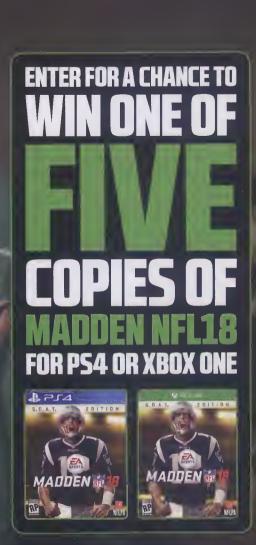
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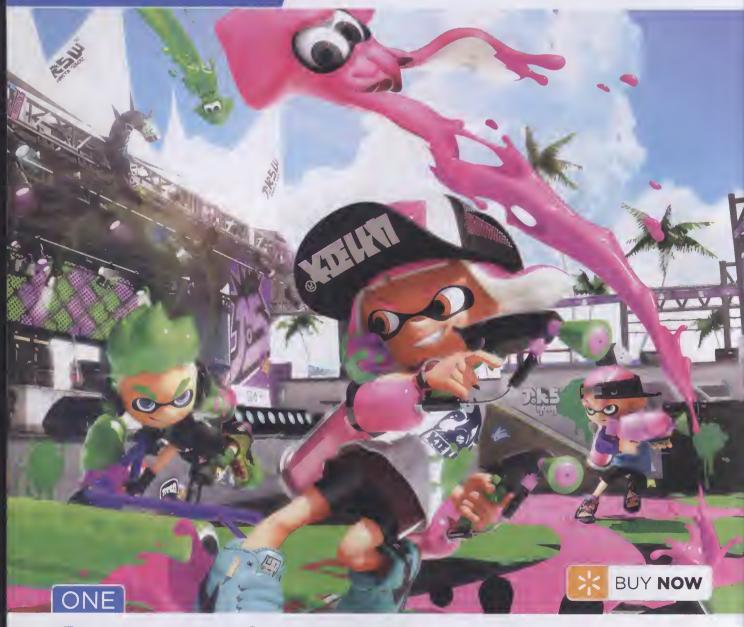
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FIVE to PLAY



SPLATOON 2

Like the 2015 original on the Wii U, *Splatoon 2* is a multiplayer, third-person shooter in which two teams of four players each battle for dominance. Instead of playing as a soldier or a space marine as you do in so many multiplayer games, though, *Splatoon 2* casts you as an ink-gun-toting humanoid who can morph into a squid that can slide into ink spots of their own color, thus replenishing their weapons. As for this sequel, it not only adds such new weapons as the dual-wielded Splat Dualies pistols, which are complemented with their own Dodge Roll move, but there are new playable characters as well. *Splatoon 2* also takes advantage of the Switch's unique abilities by adding local multiplayer Turf War battles that you can play in your living room or on the road. Players can also aim by using the gyro controls in either the Joy-Con controllers or Pro Controllers.

FACT FILE

PUBLISHER NINTENDO
DEVELOPER NINTENDO
PLATFORMS SWITCH
RELEASE OATE 07.21.17



CRASH BANDICOOT: THE N. SANE TRILOGY DAN TANGUAY, GAME DIRECTOR, VICARIOUS VISIONS

"Crash Bandicoot: The N. Sane Trilogy features the first three games in this 20-year-old series. These games pioneered 3D platforming on the original PlayStation, letting Crash run, jump and spin his way through anything that stood in his path, while doing it in style. Besides updating the visuals and audio, this collection also adds the ability to play as Coco, Crash's sister, through all three games. While Crash runs headlong into danger, Coco moves with grace and purpose, making her feel unique. Now there's a whole new reason to play the games again. We've also improved bonus levels and time trials, as well as added a new difficulty setting players can experience after they beat the games for the first time. Fans will also enjoy seeing how they stack up against their friends and other players around the world via the online leaderboards."

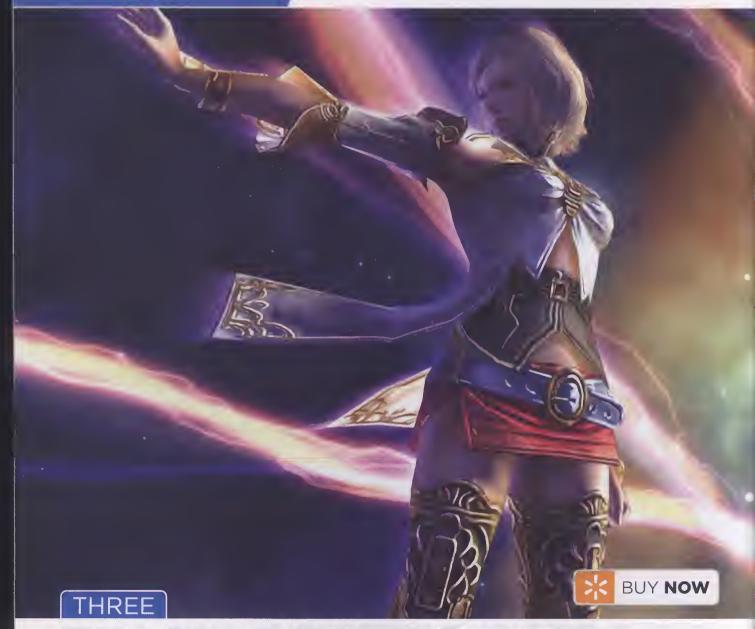
FACT FILE

PUBLISHER ACTIVISION DEVELOPER VICARIOUS VISIONS **PLATFORMS** PLAYSTATION 4 RELEASE DATE 06.30.17





FIVE to PLAY



FINAL FANTASY XII: THE ZODIAC AGE

While Finol Fontosy XII: The Zodioc Age brings the 2006 JPRG to the PlayStation 4, this is not simply a better-looking version of that sci-fi/fantasy role-playing game. A high-definition remaster of the Finol Fontosy XII: International Zodioc Job System — a Japanese version of the game — The Zodioc Age features upgraded sound and picture, including a revamped score that includes new music. And compared with Finol Fontasy XII, the game's combat difficulty is better balanced. Additions from the International Zodioc Job System edition include an option to move faster (just hold a button down), an expanded job system and Trial Mode which offers a hundred areas for players to use their characters from the game's story mode to hunt monsters for cash and prizes.

FACT FILE

PUBLISHER SQUARE ENIX DEVELOPER SQUARE ENIX PLATFORMS PLAYSTATION 4 RELEASE DATE 07.11.17



AGENTS OF MAYHEM

MIKE WATSON, COMMUNITY DEVELOPER, DEEP SILVER VOLITION

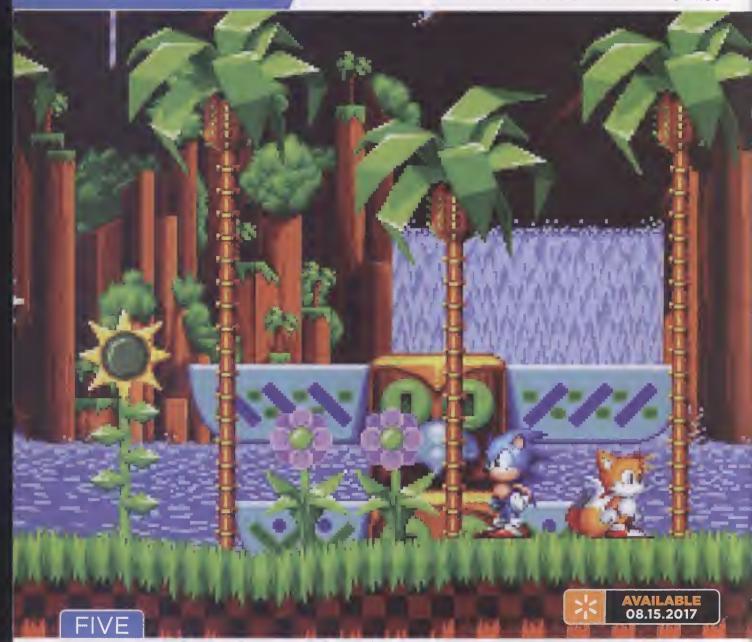
"Agents of Moyhem is a single-player, open world, ludicrous, story-driven game that spins out of one of the endings from Soints Row: Got Out of Hell where the world is recreated. The game offers something for fans of previous Soints Row games to explore, while allowing new fans to jump into this series. It's a much bigger game than our studio has ever created, with more than 55 missions; a dozen distinct playable characters, each with their own unique upgrade path and skills; and deep gameplay customization allowing people to fine-tune their game experience to cater to their individual playstyle. Also, while Soints Row has always been a parody of relevant pop-culture, Agents of Moyhem uses that formula to parody '80s nostalgic comic culture. And while it shares the open-world action genre with Grond Theft Auto, Crockdown, and, of course, Soints Row, what makes it stand out are its humor, deep combat and upgrade systems."

FACT FILE

PUBLISHER OEEP SILVER

DEVELOPER VOLITION
PLATFORMS PLAYSTATION 4, XBOX ONE, PC
RELEASE DATE 08.15.17





SONIC MANIA

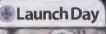
LOLA SHIRAISHI, PRODUCER, SEGA OF AMERICA

"Sonic Mania is the ultimate Sonic celebration. In it, you'll see familiar Zones from the original Sonic, Sonic 2, Sonic & Knuckles, and Sonic CD. Each Zone has two Acts: One that's reminiscent of the original but with several new surprises, while the other is where we really mix things up. Though I'd argue that none of the Zones should be considered 'old.' They may look familiar, but they've all gone through some changes. We also have a few brand-new Zones never before seen in previous Sonic games, such as Studiopolis Zone and Mirage Saloon Zone. There's also a lot of new gimmicks and enemies, and Sonic even has a new trick called Drop-dash. Essentially, Sonic can perform a spin-dash move while he's in air that allows him covers gaps or obstacles by jumping, landing and taking off without stopping. It's a game-changer for sure."

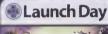
FACT FILE

PUBLISHER SEGA
DEVELOPER CHRISTIAN WHITEHEAD/
HEADCANNON/PAGODAWEST GAMES
PLATFORMS PS4, XBOX DNE,
SWITCH, PC
RELEASE DATE 08.15.17

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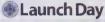




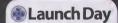




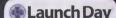














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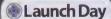


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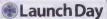


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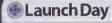








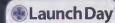






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A CONSOLE BEYOND GENERATIONS

MICROSOFT TAKES THE HOOD OFF THE XBOX ONE X

BY PAUL SEMEL

ne highlight of this year's E3, even if it wasn't much of a surprise, was learning the details of the Xbox One X, Microsoft's upcoming upgrade to the Xbox One and Xbox One S. Besides announcing the new name of the console formerly called Project Scorpio, and the release date of Nov. 7, Microsoft also detailed the system's specs, touting it as the most powerful game console ever made.

According to Microsoft, the Xbox One X is 40 percent more powerful than the original Xbox One, supports HDR10, DTS 5.1 and Dolby Atmos, and delivers 4K gaming at 60 frames per second. This all means games will look, sound and run better even if you don't own a 4K TV. If you do, though, you'll have the added bonus of

getting to play games such as Forza Motor-sport 7, Crackdown 3 and Seo of Thieves with even better visual fidelity and performance, as these games and others (see sidebar) will be enhanced for the system. Our viewing of a Forzo Motorsport 7 on an Xbox One X had us wondering if the console would fit in our backpacks.

Sadly, it would not. But that says more about the size of our backpacks than the size of the system, which is 4.3 centimeters shorter than an Xbox One and approximately only half

a centimeter longer than an Xbox One S.

It's also not as noisy as you might expect, especially considering the additional power. That's because, Microsoft says, the system uses advanced liquid cooling and has a centrifugal fan, not axial fans.

For players who like to broadcast their gaming, the Xbox One X adds the ability to record game clips in 4K. Or, if you'd rather watch something, the Xbox One X, like the S, has an Ultra HD Blu-ray drive, so you can watch such films as

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POWER BY THE NUMBERS

THE TECHNICAL SPECS OF THE XBOX ONE X SHOW ITS STRENGTH.

CPU: Custom CPU @ 2.3 GHz, 8 cores

Graphics: Custom GPU @ 1.172 GHz, 4D CUs, Polaris features, 6.D TFLOPS

Memory: 12GB of GDDRS RAM @ 6.8GHz w/ 326 G8/s bandwidth

Storage: 1T8 HOD

Connections: HDMI-In; HDMI-out; 1x front-facing US8 3.0; 2x rear-facing USB 3.0; IR receiver/blaster;

SPDIF digital audio; Ethernet (IEEE 8D2.3 1D/1DD/100D)

Disk Orive: 4K UHD 8lu-ray drive

Dimensions: 11.81" x 9.45" x 2.36" (30cm x 24cm x 6cm): 8.4lbs (3.81 kg)

Comes With: Xbox Wireless Controller, HDMI cable, Power cable, 1-month Xbox Game Pass trial, 14-day

Xbox Live Gold trial

Price: \$499

ENHANCING EXISTING GAMES

Every Xbox One game — past, present and future — will be playable on your Xbox One, Xbox One S and Xbox One X. However, many developers will provide downloadable patches so earlier games will take full advantage of the Xbox One X's added power. Other games will be updated when the system is released. Microsoft has announced these titles will be enhanced, as well as the dates the updates are expected.

Anthem: 04 2018 The Artful Escape: TBA

Ashen: TBA

Assassin's Creed Origins: 10.27.2017

Black Desert Online: O1 2018

Code Vein: 2018

Crackdown 3: 11.07.2017

Cuphead: 09.29.2017

The Darwin Project: TBA

Deep Rock Galactic: TBA

Dragon Ball FighterZ: 2018

Forza Motorsport 7: 10.03.2017

The Last Night: 2018

Life is Strange: Before the Storm: 08.31.2017

Metro Exodus: 2018

Middle-earth: Shadow of War: 10.10.2017

Minecraft: available now

Ori and the Will of the Wisps: TBA

PlayerUnknown's Battlearounds: 2017

Sea of Thieves: O1/O2 2018

State of Decay 2: Q1/Q2 2018

Super Lucky's Tale: 11.7.2017

Tacoma: 08.02.2017

Star Trek Beyond, The LEGO Batman Movie and John Wick Chapter 2 in super-duper high-def.

The most welcome news, however, might be that the Xbox One X, like the Xbox One S, will be compatible with all the Xbox One games, controllers and accessories you already own. Many developers will offer downloadable patches so their games can take advantage of the system's added power, so you won't have to buy Halo 3 again.

Microsoft has announced only a single Xbox One X package, which comes with a one controller, a 1TB hard drive and no game. We wouldn't be surprised, though, if other packages — featuring different colors, larger hard drives or bundled games — arrive in the future, @







25 MUST-PLAY GAMES FOR FALL

ummer will soon give way to fall, and with the changing colors of the leaves comes the annual onslaught of new games. This year has been loaded with top titles already, and the rest of the year is packed with more great games as well. Take a look at 25 games that belong on your radar.

BY JASON FANELLI

CALL OF DUTY: WORLD WAR II





The most recent *Call of Duty* games have ventured into the future, trying to predict the new ways wars will be fought in the coming years. While those looks into the crystal ball were fun, they slowly drifted away from what made the franchise a smash hit in the first place. Sledgehammer Games is back at the helm for the first time since *Advanced Warfare* in 2014, and the studio recognizes that future warfare has been growing a little stale. With top competitor *Battlefield 1* showing that battles of the past can still be fun, Sledgehammer is looking to inject the series with a little history of its own by heading back to the setting that started it all: World War II.

Call of Duty: WWII takes place in the European theater of the war during the years 1944-1945. The game wastes no time throwing players into the fire, beginning on the beaches of Normandy during D-Day, and progressing through Nazioccupied France and Germany. The campaign promises to capture the intensity of the war in grim detail never seen before, using all the history available to tell the story. Multiplayer also returns in a big way, adding a War Mode that pits two teams against each other in a map that grows as one team captures strategic points. A Zombies mode also is coming, though Sledgehammer has yet to provide any details. Call of Duty: WWII will try to revitalize the annual first-person shooter franchise with a bit of history, so prepare to go back in time and fight for the Allies when the game launches Nov. 3. PUBLISHER: ACTIVISION

OEVELOPER: SLEOGEHAMMER GAMES SYSTEMS: PLAYSTATION 4, XBOX ONE, PC RELEASE OATE: 11.03.17



LAWBREAKERS

The venerable developer Cliff Bleszinski has been busy since leaving the helm of *Gears* of *War*. He founded a studio called Boss Key Productions, and the first game from this new outlet is the multiplayer shooter known as *Lawbreakers*. This literally turns the first-person shooter experience its head, as sections of each map are fitted with anti-gravity chambers that take the fight in every direction possible. Right side up, upside down and sideways, you'll be blasting other players online in every direction while playing through familiar game modes like Team Deathmatch. *Lawbreakers* will scratch the itchy trigger fingers of shooter fans looking for something new when it hits Aug. 8.

PUBLISHER: NEXDN

DEVELOPER: BDSS KEY PRODUCTIONS

SYSTEMS: PLAYSTATION 4, PC

RELEASE DATE: DB.DB.2D17





ASSASSIN'S CREED ORIGINS

What's the best way to bring a beloved franchise back after a year's hiatus? In Ubisoft's case, the answer is to return to the beginning. Assassin's Creed Origins reveals how the secret order of Assassins got its start. Our assassin is Bayek, the last of an ancient Egyptian order of warriors called the Medjay. He fights with spears, a hooked blade called a khopesh and a bow for long-range and stealth attacks. He also commands an eagle named Senu, who can fly high above, using Eagle Vision to track enemies and find needed objectives. Bayek has a lot of tools to offer throughout his adventure, and he should fit right in with the previous Assassins of the order.

Origins' story takes place in ancient Egypt, which Ubisoft presents in a massive open

world filled with big cities, hostile desert lands teeming with dangerous wildlife and hundreds of quests to complete. While there will be the standard tracking and assassination missions, the Gladiator Arena battles offer a new challenge to longtime AC fans. Waves of enemies attack Bayek in a confined space, and he must use his fighting prowess along with a few strategically placed traps to take them out. Assassin Creed Origins is a reimagining of the Assassin's Creed format. Prepare to travel to ancient Egypt when Origins launches Oct. 27.

PUBLISHER: UBISDFT
DEVELOPER: UBISDFT MONTREAL
SYSTEMS: PLAYSTATION 4, XBOX ONE, PC
RELFASE DATE: 10.27.2017

ELEX



ELEX has the potential to be a surprise hit, the kind of game that very few know about before it launches but everyone loves once it hits shelves. This action RPG centers around the world of Magalan, destroyed by a meteor carrying a precious substance called ELEX. This ELEX has multiple magical properties, making it a target for the various factions of survivors that have risen since the meteor brought the end times. The player character is said to be part of a group that consumes ELEX in order to negate emotion, and the story begins when he leaves the group in search of a new path. This premise could be a winner for THQ Nordic, and it's definitely a game to keep an eye on when it launches later this year.

PUBLISHER: THO NDRDIC

DEVELDPER: PIRANHA BYTES

SYSTEMS: PLAYSTATION 4, XBDX DNE, PC

RELEASE DATE: 10.17.2017



MARIO + RABBIDS KINGDOM BATTLE



STAR WARS BATTLEFRONT II

The first Star Wars Battlefront arrived in 2015 to much excitement from fans of Star Wars. and EA alike. Its fast-paced multiplayer, and use of iconic characters such as Luke Skywalker and Darth Vader, made many dreams come true. The action certainly appealed to many, but the overall game definitely lacked something important. Gamers clamored for some sort of single-player campaign mode, even if it meant playing through the familiar stories of the movies. The game never delivered and instead continued to push the multiplayer-only format. The upcoming sequel, however, brings a full single-player campaign, telling an original story that fits right into the established lore.

The campaign takes places after Return of the Jedi and before The Force Awakens, link-

ing the original movie trilogy to the current story arc. The story follows Inferno Squad, an Imperial special forces team, as they continue to fight for the Emperor after his death at the hands of Luke Skywalker. The multiplayer modes of the first game return, adding new special characters such as Darth Maul from *The Phantom Menace* and Kylo Ren from *The Force Awakens*. Star Wars Battlefront II seems to keep enough of what made the first game great but adds many of the most fan-requested features, hopefully concocting a recipe for success. The final verdict will come when the game launches Nov. 17.

PUBLISHER: ELECTRONIC ARTS
DEVELOPER: MDTIVE STUDIDS, DICE, CRITERION SDFTWARE
SYSTEMS: PLAYSTATION 4, XBDX DNE, PC
RELEASE DATE: 11.12.2017

A stranger pairing is hard to come by, but this Nintendo/Ubisoft collaboration took the gaming world by storm when Ubisoft CEO Yves Guillemot and Nintendo legend Shigeru Miyamoto announced it during E3 2017. The Mushroom Kingdom has been invaded by the Rabbid horde, and it's up to Mario and pals (including some good Rabbids) to set things straight. With a turn-based strategy twist no one saw coming. this is more XCOM than anything we'd usually expect from Mario or the Rabbids, yet its deep gameplay and off-the-wall goofiness can certainly appeal to a wide audience. We don't have a lot of time to digest the idea, and the game is launching a mere two months after its initial announcement, but Mario and Rabbids Kingdom Battle has the potential to be a runaway hit. PUBLISHER: URISHET DEVELDPER: UBISDFT PARIS, UBISDFT MILAN

DEVELOPER: UBISDFT PARIS, UBISDFT MILAN
SYSTEMS: NINTENDD SWITCH
RELEASE DATE: 8.29.2017



FIFA 18

EA Sports' FIFA added something last season that most sports games consider uncharted territory: a story mode. The tale of Alex Hunter gripped many FIFA 17 players looking for something new, and FIFA 18 continues the footballer's story through his career in the major leagues. The core FIFA gameplay gets some major buffs, including new Real Player Motion Technology that brings more realistic player reactions to the pitch and new finishing animations that allow more fluid attacks on the net. Best of all, the FIFA series enters a new arena on the Nintendo Switch, allowing dedicated soccer fans to take their FIFA experience on the go. FIFA 18 will offer plenty of football fun to old and new players alike, so there will be no reason not to take the field on Sept. 29.

PUBLISHER: EA SPDRTS
DEVELDPER: EA CANADA
SYSTEMS; PLAYSTATION 4, XBDX DNE, NINTENDD SWITCH,
PLAYSTATION 3, XBDX 360, PC
RELEASE DATE: 9.29.2017





NI NO KUNI II: REVENANT KINGDOM

Ni No Kuni II: Revenant Kingdom marks a return to the whimsical world of Bandai Namco's RPG epic, the art supplied once again by the famous animation house Studio Ghibli. Ni no Kuni II focuses on Evan Pettiwhisker Tildrum, a young boy fighting for his kingdom after his father is tragically killed and a dastardly cat steals the throne. The battle system of the previous Ni no Kuni has been updated with a renewed focus on real-time action, taking away turn-based attacks and letting the player fire at will. Tiny sprites

called Higgledies now appear throughout the battle as well, offering Evan help like shielding him from danger and buffing his attacks temporarily. *Ni No Kuni II: Revenant Kingdom* will look to recapture those who fell in love with the first game's whimsy and charm with a new epic adventure that kicks off on Nov. 10.

PUBLISHER: BANDAI NAMCD DEVELDPER: LEVELS SYSTEMS: PLAYSTATION 4, PC RELEASE DATE: 11.1D.2D17

SUPER MARIO ODYSSEY

Super Mario is coming back in a big way in Super Mario Odyssey, the plucky plumber's first major adventure on Nintendo Switch. Odyssey returns Mario to the open 3D format of classics like Super Mario 64, sending him on a fantastic journey to save Princess Peach once again from the evil clutches of Bowser. Throughout his quest, Mario will traverse many different worlds, such as the Sand Kingdom Tostarena, a desert area populated by small skull creatures, and the urban Metro Kingdom known as New Donk City. Some familiar faces might pop up in these worlds during the adventure: The Mayor of New Donk City is Pauline, the damsel in dis-



tress Mario saved in the original Donkey Kong.

Mario travels between worlds in a new ship called the Odyssey, which is powered by Moons that are scattered around and collected a la Stars in previous games, Each world hides all kinds of surprises while searching for these Moons, most of them discovered through Mario's new companion, Cappy. This new ghostly friend has possessed Mario's hat, giving him the ability to "capture" and manipulate objects and other characters. Perhaps Mario needs to zip across a power line? All he has to do is throw Cappy at the light fixture to capture it and off he goes. Interacting with these worlds with Cappy will add a whole new element of fun to what already looks like a winner in Super Mario Odyssey, and players will get their chance to do so on Oct. 27.

PUBLISHER: NINTENDD

DEVELDPER: NINTENDD

SYSTEMS: NINTENDD SWITCH

RELEASE DATE: 10.27.17





THE EVIL WITHIN 2

The Evil Within 2 takes us back into the twisted mind of Shinji Mikami, the father of Resident Evil, and his team at Tango Gameworks. We're once again playing as Sebastian Castellanos. only this time our hero is in for a rude awakening when the enters the town of Union. It seems his daughter Lily, thought to have died in a fire years before the first game took place, may not have actually perished and instead became trapped in this hellish world. Sebastian must fight to get her back against all sorts of untold horrors, which if this round is anything like the first, it will be a delightfully scary affair. It's a sequel many thought might never happen, but The Evil Within 2 is coming to bring some horror to the fall lineup when it hits stores on the most-appropriate Friday the 13th of October.

PUBLISHER: BETHESDA SDFTWORKS
DEVELDPER: TANGO GAMEWORKS
SYSTEMS: PLAYSTATION 4, XBOX ONE, PC
RELEASE DATE: 1D.13.2D17







WOLFENSTEIN II: THE NEW COLOSSUS

Wolfenstein: The New Order reminded the gaming world how fun it is to take down a diabolical fascist regime, buffered by fast-paced gunplay and a return to an older style of first-person shooter gameplay. Gone were recent staples such as regenerating health and shields, replaced with old-fashioned health packs and armor pickups. It was a return to form for Wolfenstein and the FPS genre alike, and this new entry looks to keep the good times rolling. Wolfenstein II: The New Colossus is on its way, and it's bringing an enhanced version of the high-action we love with it.

Wolfenstein II: The New Colossus takes place in 1961, still in the alternate history timeline that sees the Germans defeat the Allies in World War II. The game puts us back in the shoes of B.J. Blazkowicz, who has survived a massive explosion and starts the game confined to a wheelchair. This doesn't stop him from putting the hurt on enemy soldiers, however. He's soon back in top physical condition and ready to lead the resistance again. After all, he has plenty more to fight for now. His love interest, Anya, is pregnant with twins, and he has no interest in making her raise those kids in this bleak new world. Bethesda is promising a slew of new enemies, as well as the return of some familiar enemy faces, such as the devious Frau Engel, whose fate was never revealed when *The New Order* concluded. We're ready to punch some classic bad guys into oblivion when *Wolfenstein II: The New Colossus* launches Oct. 27.

PUBLISHER: BETHESDA SOFTWORKS
DEVELOPER: MACHINEGAMES
SYSTEMS: PLAYSTATION 4, XBOX ONE, PC
RELEASE DATE: 10.27.2017

CRACKDOWN 3

In 2014. Microsoft revealed Crackdown 3 at the end of its annual Xbox E3 media briefing. Hopes were high following the cinematic trailer, but other than a brief glimpse at Gamescom 2015, the game went dark until this year's E3, where it blasted back onto the scene. Crackdown 3 again puts players in the role of officers in a superpowered police force, giving them free reign of a massive open area. Enemy gangs spread out across the city, and it's up to the supercops to put a stop to their evil ways by any means necessary, even if it means throwing a car or jumping from the ground to the roof of a highrise. The cops of Crackdown 3 are a force to be reckoned with, and Xbox One owners will get to use that force on Nov. 7.

PUBLISHER: MICROSOFT STUDIOS

DEVELOPER: SUMD DIGITAL, REAGENT GAMES, RUFFIAN
GAMES, CLOUDGINE

SYSTEMS: XBDX DNE
RELEASE DATE: 11.2.2017



UNCHARTED: LOST LEGACY



After Nathan Drake's final adventure in Uncharted 4: A Thief's End, many thought our exploits in the Uncharted universe were finished for a while. Boy, were we wrong, as Uncharted: Lost Legacy tells a new treasure-hunting tale with a little girl power. Chloe Frazier, conspicuously absent from the previous game, stars in a new adventure set a year after Nathan's last romp. She's gained a surprising companion in Nadine Ross, one of Nathan's main adversaries in Uncharted 4. The two travel to the farthest corners of India in search of the Tusk of Ganesha, with all the franchise's high-action hallmarks included. Naughty Dog has one more story to tell in the Uncharted series, and that Lost Legacy will come Aug. 22. PUBLISHER: SONY INTERACTIVE ENTERTAINMENT DEVELOPER: NAUGHTY DOG





FIRE EMBLEM WARRIORS

Koei Tecmo's Worriors franchise has been the subject of many collaborations in recent years, including a mash-up using Zelda characters in Hyrule Worriors. But few fit the formula as well as Fire Emblem. With dozens of characters and scenarios, spanning decades of games to pull from, Fire Emblem Worriors looks like a mandatory play for longtime Fire Emblem fans, Old favorites such as Awokening's Chrom, and Marth from the first FE game join forces with new characters Rowan and Lianna in an epic tale of swordplay. As is customary with Worriors games, hundreds of enemies fill the screen at a time, and players must slash through them with their favorite Fire Emblem heroes. It may not be the turn-based strategy the series is known for, but Fire Emblem Worriors brings the franchise into a whole new realm when it launches this fall.

PUBLISHER: NINTENDD / KOEI TECMD
DEVELOPER: OMEGA FORCE, TEAM NINJA,
INTELLIGENT SYSTEMS
SYSTEMS: NINTENDO SWITCH
RELEASE DATE: FALL 2017



MIDDLE-EARTH: SHADOW OF WAR

Middle-eorth: Shodow of Mordor gave us access to the world of Middle-earth like we'd never had before, opening it up for exploration and brutal combat against Sauron's orc horde. While traversing this hostile land proved to be a bloody romp, something about the game lacked the grand scale and massive nature of the Lord of the Rings. Middle-earth: Shodow of Wor plans to change that, adding immense battles with hundreds of soldiers to an expanded world that lets players jump right into the fray. This is the Lord of the Rings game that fans have been wanting.

The previous game's Nemesis System was one of its best qualities, creating a hierarchy of orcs that constantly shifted as the game progressed. Nemesis 2.0 brings even more of that unpredictable nature, letting the hero

Talion befriend orcs that previously were his foes. Aligning with orc tribes and gaining their soldiers allows Talion to build a enormous army and unleash it on major enemy strongholds, but also gives the befriended leaders the ability to manage the battle on their own. Players will never have to worry about controlling an entire battlefield thanks to this, instead focusing on rushing the stronghold and taking it for themselves. This is but one of the major upgrades coming to Middle-Eorth: Shodow of Wor, and there will be plenty more to see and destroy come Oct. 10.

PUBLISHER: WARNER BROS. INTERACTIVE ENTERTAINMENT DEVELOPER: MONDLITH PRODUCTIONS SYSTEMS: PLAYSTATION 4, XBOX DNE, PC RELEASE DATE: 10.10.2017

METROID: SAMUS RETURNS



After clamoring for years for another adventure in the Metroid universe, fans were delighted to hear that Samus is coming back for two more alien-infested romps, Metroid Prime 4 for Nintendo Switch is still a long time off, but first the 3DS will play host to the bounty hunter in Metroid: Somus Returns, Technically, this is a familiar adventure; it's a remastering of the Game Boy's Metroid II: Samus Returns, but it's such a complete rebuild of the classic that it will seem like a new experience. The visuals have been created from scratch to suit the 3DS's dual screens, yet the game world and enemies have remained completely intact. Somus Returns could serve as the perfect appetizer for Metroid fans before Prime 4 comes to the table in the future.

PUBLISHER: MERCURYSTEAM, NINTENDO EPO DEVELOPER: NINTENDO SYSTEMS: NINTENDO 3DS RELEASE DATE: 9.15.2017



LEGO MARVEL SUPER HEROES 2

The popular and kid-friendly Lego series returns with Lego Marvel Super Heroes 2, marking a return of everyone's favorite heroes. The multiple timelines of the Marvel Universe have merged into a single city called Chronopolis, and heroes from each timeline must band together to defeat Kang the Conqueror's quest to take over the city and the multiverse. Each hero will come fitted with unique powers, such as Star-Lord's ability to fly and Spider-Man's Spider Sense, that players will need to advance

through Chronopolis and defeat Kang. The playable roster is said to stretch throughout all of Marvel's history in movies and comic books, including different time periods like *Spider-Man 2099*, so there will be plenty of Marvel to go around when *Lego Marvel Super Heroes 2* hits all major consoles on Nov. 14. Excelsior! PUBLISHER: WARNER BROS. INTERACTIVE ENTERTAINMENT DEVELOPER: TI GAMES

SYSTEMS: PLAYSTATION 4, XBOX ONE, NINTENDO SWITCH, PC





Xenoblade Chronicles and the follow-up, Xenoblade Chronicles X, were massive open-world RPG adventures that entertained players for dozens of hours. Xenoblade Chronicles 2 looks to continue that tradition on the Nintendo Switch through the story of Rex and Pyra, two friends looking for the human paradise known as Elysium. To find it they must traverse a world where all life resides on the backs of massive beasts called Titans, sending the duo through an ocean of clouds with these creatures.



Xenoblade 2 utilizes the console's multiple play styles to allow hours of adventuring on the go, which might give players who gave up on previous entries more opportunities to set out on this new endeavor. Not much else is known about the game, but the seeds are planted for an epic adventure coming this holiday season. PUBLISHER: NINTENDO

DEVELOPER: MONDLITH SOFT SYSTEMS: NINTENDO SWITCH RELEASE DATE: FALL 2017





SONIC MANIA

Back in the Sega Genesis days, Sonic the Hedgehog was unstoppable, his plucky attitude and "gotta go fast" gameplay captured the hearts of millions. Sega is looking to regain that magic in Sonic Mania, a new Sonic adventure ripped from the games of old. Mania brings back the 2D platforming of the original Sonic trilogy, as well as some iconic stages such as the Green Hill Zone and the Flying Battery Zone. The game won't be all retreads however, as the Studiopolis Zone and a few other new stages await the longtime Sonic faithful. Sega is banking that a return to retro will launch Sonic into the stratosphere, and







PROJECT CARS 2

Racing enthusiasts may immediately think of titles such as Forza and Gran Turismo when they want to burn digital rubber, but Project Cars 2 has gone considerable lengths to prove it will be the best bang for our racing bucks. The previous game set a new bar for realistic racing across all consoles, and this seguel looks to, as authentically as possible, transport racers even closer to the famous racetracks of the world.

Project Cars 2 offers players the largest roster of console tracks, which players can challenge in one of 170 iconic cars from brands such as Porsche. Players aren't limited to sports-car racing, either, as the game introduces formats such as IndyCar and off-road RallyCross. Realtime day progression can turn a sunny day

into a moonlit night in the middle of a long race, while dynamic weather effects bring the forces of nature to the racetrack. A heavy rain, for example, will lead to water pooling track's edges, spreading as rain continues to fall. Don't think the weather won't change during a race, because the LiveTrack 3.0 system makes sure varying conditions affect the way cars handle as the race progresses. Project Cars 2 brings a lot to the table for racing fans, revving up for a speedway showdown with the other massive brands right from the game's green light on September 22.

PUBLISHER: BANOAI NAMCO DEVELOPER: SLIGHTLY MAD STUDIOS SYSTEMS: PLAYSTATION 4, XBOX ONE, PC RELEASE DATE: 9.22.2017



Mania looks like it's going to get the job done when it reaches shelves this August.

DIDLICHED CECA

DEVELOPER: HEAOCANNON, PAGODAWEST GAMES SYSTEMS: PLAYSTATION 4, XBOX ONE,

NINTENOO SWITCH PC RELEASE OATE: 8.1S.2017





SONIC FORCES

The more modern of Sonic the Hedgehog's two big releases coming this fall, Sonic Forces brings back the duo of Modern and Classic Sonic from Sonic Generations for an all-new adventure. Modern Sonic once again plays through full-3D worlds similar to more recent Sonic games, while Classic Sonic's stage hearkens back to the good ol'days of Sega Genesis. Sonic Forces also offers players the ability to create a custom Sonic hero, bestow abilities onto that character, and unleash it onto Dr. Eggman's robotic hordes. This new element of creativity may score Sonic Forces a few extra points in the minds of Sonic's faithful fan base, as no other Sonic game has allowed customization. Sonic Forces could

be the 3D Sonic adventure that restores the hedgehog hero back to glory, and it's coming to stores this holiday season.

PUBLISHER: SEGA

OEVELOPER: SONIC TEAM

SYSTEMS: PLAYSTATION 4, XBOX ONE, NINTENDO SWITCH, PC

RELEASE OATE: FALL 2017





FEATURE







POKÉMON ULTRA SUN/ ULTRA MOON

Nintendo and The Pokémon Company are apparently not finished with the tropical region of Alola, as Pokémon Ultro Sun and Pokémon Ultro Moon will take players back to the sun and surf of the previous games. Ultra Sun and Ultra Moon will expand on the story and the world of the previous games, although no exact details have been shared as of this writing. The games will also add Pokémon seen in other regions that were not found in the predecessors, as well as some new forms for Alolan Pokémon including the legendary Solgaleo and Lunala, and a Pikachu wearing his trainer's hat. Whether the hat bestows any new powers remains to be seen. Pokémon Ultro Sun and Pokémon Ultra Moon will surely give Pokémon trainers everywhere a new way to catch 'em all when they hit shelves on Nov. 17. PUBLISHER: NINTENOO

OEVELOPER: GAME FREAK SYSTEMS: NINTENOO 30S RELEASE OATE: 11,17,2017

SOUTH PARK: THE FRACTURED BUT WHOLE

In 2014, South Pork: The Stick of Truth brought the longtime comedy show's raunchy humor and foul-mouthed adolescent cast to the world of turn-based RPGs. The game was a smash hit, and 2017's The Fractured But Whole looks to repeat that success with an updated battle system and more of that trademark humor. The game follows the children of South Pork as they play a game of superheroes. Naturally, an epic (like there's anything else) argument over creating a superhero

movie franchise splinters the group into two factions. Parents, be warned: This is not a game for children, as demos already prove that the humor travels to some pretty insane places. Still, the adults in the room will get a big laugh from South Park: The Froctured But Whole when it launches this fall.

PUBLISHER: UBISOFT

OEVELOPER: UBISOFT SAN FRANCISCO

SYSTEMS: PLAYSTATION 4, XBOX ONE, PC

RELEASE OATE: 10.17.2017



THE ELDER SCROLLS V: SKYRIM

The Elder Scrolls V: Skyrim will forever be one of the greatest games ever made, and every year the adventure seems to find its way to new hardware. This year, Skyrim goes portable, as the Dohvahkiin travels to the Nintendo Switch this holiday season. The entire Skyrim experience will be intact on Switch, including the three major DLC packs, Downguord, Heorthfire and Drogonborn. Exciting new content comes straight from another grand adventure series, The Legend of Zeldo:



The Hylian Shield, the Champion's Tunic from *Breoth of the Wild*, and even the legendary Master Sword all are at the hero's disposal. No matter how many hours you've spent adventuring through *Skyrim* on other consoles, the Nintendo Switch version has plenty of reasons to visit again.

PUBLISHER: BETHESOA SOFTWORKS

OEVELOPER: BETHESOA GAME STUDIOS

SYSTEMS: NINTENOO SWITCH

RELEASE OATE: FALL 2017









NEED FOR SPEED: PAYBACK

The most recent Need for Speed offering separated it from other traditional racing titles, giving players a Fast and Furious-style story with all of the intense racing action. Need for Speed Payback is again following that format, focusing on action-movie-like sequences instead of ordinary street races. With these action sequences comes the return of an ultra-popular Need for Speed staple: Police chases will heighten the intensity while trying to pull off a stunt. This bold new direction may be what Need for Speed needs to separate it from the pack, and that rise to the top starts with Payback.

This new game follows a trio of characters — Tyler, Mac and Jess — each of whom possesses a unique ability: Tyler specializes

in racing, Mac focuses on showmanship and trick driving and Jess serves as the top getaway driver. Together, they take on an insidious cartel called The House, who have been controlling the underground of the fictional city called Fortune Valley. We can expect high-speed chases and a few elaborate heists, as the first trailer showed the three stealing a rare sports car from the back of a moving trailer on the middle of the highway. If that's the kind of action Need for Speed: Payback is going to offer, there's no doubt it will blow players away starting Nov. 10.

PUBLISHER: ELECTRONIC ARTS
0EVELOPER: GHOST GAMES
SYSTEMS: PLAYSTATION 4, XBOX ONE, PC
RELEASE DATE: 11.10.2017

A NEW YEAR, MORE NEW TITLES

Is your most anticipated game missing from this preview? Take a look at just some of games coming in 2018:

GOD OF WAR

Kratos is back and he's taking on the world of Norse mythology with his son Atreus in tow.

MARVEUS SPIDER-MAN

The webslinger returns in a brand new adventure with fluid freeform combat and open swinging through a massive city.

DRAGON BALL FIGHTERZ

Dragon Ball meets Marvel vs Capcom in this action packed three-on-three 2D fighter featuring all of your favorite DBZ characters.



ANTHEM

BioWare's new IP sports a massive and hostile open world with plenty of exploration and gunplay to spare.



SKULL AND BONES

Sail the open seas in five-on-five naval combat where loot is king and teams must plunder in order to win.

SEA OF THIEVES

Avast ye hardys! Rare has created a massive sandbox for players to live out their swash-buckling dreams with their friends.



FAR CRY 5

A sadistic religious cult has taken over a small Montana community, and it's up to the player to liberate it once and for all.



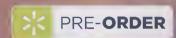
COVER STORY

MADDEN VEL 18 FROM LONGSHOT TO LEGEND

BY JASON FANELLI

FACT FILE

PUBLISHER EA SPORTS
DEVELOPER EA TIBURON
PLATFORMS XBOX ONE, PS4
RELEASE DATE 0B.25.2017



players the opportunity to guide a quarterback's football career, from the playground to the pros.

Play Styles

Arcade, Simulation, Competitive

All Madden fans play the game in different ways, but past games made everyone adapt to the game's playing schemes and offered few customization options. Madden NFL 18 changes this, offering new ways to play that open the experience to everyone. These Play Styles range from a pure football experience to over-the-top fun.

Madden 18 offers three different Play Styles: Arcade, Simulation and Competitive. The Arcade style turns a game into a shootout, limiting penalties and highlighting crazy plays. Simulation is the pure Madden experience, with authentic NFL rules and performances on par with player and team ratings. Finally, Competitive style, the online default style, caters to the hardcore esports Madden base. These styles will make Madden 18 more accessible to a wider variety of players, giving everyone a fighting chance on the field.

oes anyone root for the underdog more than a football fan? In Madden NFL 18's new Longshot mode, EA Sports gives players the opportunity to guide a quarterback's football career, from the playground to the pros. With this full story experience, Madden NFL 18 could launch a new era of the franchise, one that focuses on the journey of an NFL star as well as the game on the field.

Devin Wade, played by actor and former retired player J.R. Lemon, is a former five-star high school football star turned NFL prospect. From Wade's early years of playing 7-on-7 in his hometown of Mathis, Texas, through high school, to the University of Texas — including a showdown against the Oregon Ducks — players dictate every step of his journey. Just

like real life, every decision has unforeseen consequences later in life.

Also like real life, Longshot doesn't stop to load new scenes. The gameplay is designed to be seamless as long as you continue to play. It doesn't even take television breaks, as NFL games must for commercials.

In one of Wade's scenarios, the high-school freshman is substituted into the second half of a game with his team down 21-0. The game provides the plays as if the coach is calling them himself, but the *Madden NFL 18* player must execute them, leading the comeback and winning the game. Just this small scene shows that Longshot isn't about the player's ability to strategize, as in other *Madden* modes, but rather focuses on the player's ability to turn Wade into the game-winning hero.



COVER STORY



7 99366 46745 8

XBOX ONE

XBOX ONE G.O.A.T EDITION

MADDEN NFL18

Wade's rise to the top is not a solitary one, as many other characters play a role in how he fares. Most important is his father Cutter Wade, played by Academy Award-winning actor Mahershala Ali. An accomplished athlete in his own right, Cutter Wade supports his son and offers advice at every turn. Colt Cruise, played by voice actor Scott Porter, is Devin Wade's best friend and another prospective NFL draftee who shares Wade's journey. Finally, legendary Miami Dolphins quarterback Dan Marino plays himself as Devin Wade's mentor and inside guide to the league. With these three on his side, Wade has plenty of support as he tries to make the draft.

However, Longshot is not a simple "be the player" story like EA Sports' other sports narrative, FIFA 17's The Journey. In that story, players followed Alex Hunter as he moved through different soccer leagues and built his legend. Wade's circumstances, however, are more dire. After Wade became a major college football star, he didn't jump right into the NFL. He has been out of the game for three full years when Longshot begins; this comeback attempt is essentially his last chance to achieve his gridiron dreams before the opportunity is gone forever.

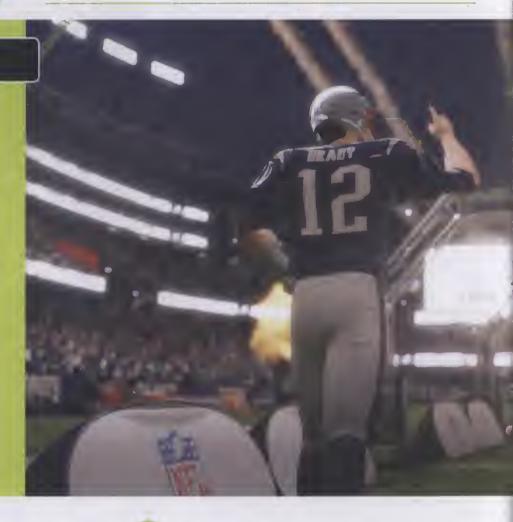
This story of desperation is one player's attempt to prove that even though he stepped away from the field, he's still the dynamite

Longshot lets players experience Madden as never before, through the eyes of one man trying to make his NFL dream come true.

Tom Brady

No player in today's NFL is more deserving of the *Madden 18* cover than Tom Brady, the New England Patriots quarterback coming off of his fifth Super Bowl championship in 16 seasons. Brady's achievements are unmatched: A career 63.8 completion percentage, 456 touchdown passes with only 152 interceptions, and more than 60,000 passing yards have resulted in 12 Pro Bowl selections, four Super Bowl MVP awards and two regular-season MVPs.

The sixth-round draft choice out of Michigan — where he won the National Championship in 1997 — has been bending the league to his will since his debut in the 2001 playoffs. He's played against some of the best, including fellow quarterback legend Peyton Manning, and found a way to beat them all. Now he's on his first *Madden* cover, the lastest first in one of the greatest football careers of all time.



player he was in school. Players fully control whether Wade's dream comes true. Longshot lets players experience *Madden* as never before, through the eyes of one man trying to achieve NFL glory.

Developing Longshot wasn't the only thing EA Tiburon's designers did this year, though, The normal *Madden* experience has been upgraded, as well. Target Passing, modeled after cover athlete and New England Patriot QB Tom Brady, gives the quarterback complete control over where the ball goes when thrown, whether it's threading the needle between three defenders or a long bomb to a streaking receiver on the sideline. Coach Adjustments lets players customize the game's coaching Al to their liking, allowing for situational changes to a game plan as needed. Madden gets a huge boost in MUT Squads, where three players come together to build an Ultimate Team, with each player serving as offensive captain. defensive captain or head coach. While Longshot may be the big addition to Madden 18,

the new Frostbite engine offers plenty of great tools under the hood as well.

Madden NFL 18 is shaping up to be a turning point for the franchise, with the introduction of a robust new story mode leading the charge. Longshot gives football fans an engaging tale to experience, letting them shape Devin Wade into a player in their own image. New passing mechanics and a major Ultimate Team upgrade offers Madden purists plenty to like as well. This will be a landmark year for Madden, and it's almost time to get back onto the gridiron. ©

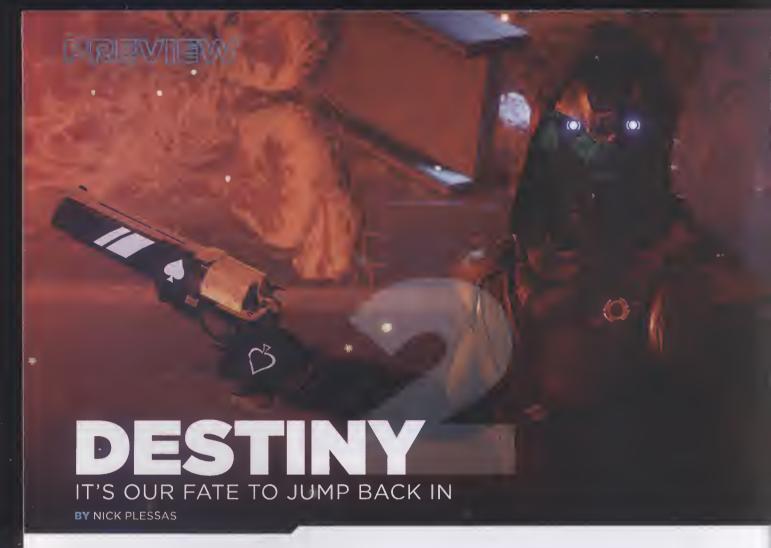


Five G.O.A.T.s we want on our Ultimate Team

Ultimate Team is adding new Greatest of All Time, or G.O.A.T, Elite cards to the mix this year. We have five NFL legends we'd want on our squad.

- 1. Barry Sanders Sanders tore through record books for the Lions over 10 seasons, and we bet he'd still be unstoppable in today's NFL.
- **2. John Elway** The Comeback Kid was always cool under pressure, winning 35 come-from-behind games in his career.
- **3. Jerry Rice** Rice is still the king of receivers, holding numerous league records more than a decade after his retirement in 2005.
- **4. Lawrence Taylor** Taylor posted seven straight seasons with more than 10 sacks each, and he's the last defensive player to win the league's most valuable player award, back in 1986.

5. Reggle White One of the most versatile linemen ever to play the game, White was a constant threat every time he stepped onto the field.



estiny 2 calls Guardians to arms once more, sooner than many fans likely expected, since the original game has been on the market for less than three years and it's been regularly updated with new content. The first Destiny changed significantly since its launch, and this sequel shows that developer Bungie learned from issuing numerous updates.

Fans have clamored for a bigger and deeper *Destiny* and that looks to be just what they're getting in the upcoming *Destiny 2*.

The Darkness was successfully kept at bay in the original *Destiny*, but just as players began to get complacent, the Cabal faction launch a devastating attack on The Last City, destroying

New matchmaking options, more content and a deeper story suggest that fan feedback inspired Bungie as it developed *Destiny 2.*

our Guardians' supplies and driving them out. Due to the destruction, players' hard-earned gear doesn't move to the sequel, forcing the entire community to start from scratch. Thus begins *Destiny 2*.

As with the first game, players start the adventure by choosing one of three classes: Hunter, Warlock or Titan. While the classes were the same in the original game, the sequel offers new subclass options for each character,

providing entirely new ways to experience them. Our weapons won't make the same return classes did, but *Destiny 2* features a bigger and badder selection with which to mount a counteroffensive against the Cabal. New weapon types such as miniguns and grenade launchers fill out the firearm ranks. Guardians equip these using the sequel's new loadout system, which allows players to wield a more diverse and versatile arsenal.





PUBLISHER ACTIVISION
DEVELOPER BUNGIE
PLATFORMS PS4, XBOX ONE, PC
RELEASE DATE 09.06.2017

Players loot these epic weapons from the many corners of our solar system, as players explore and plunder a host of new planets. Some explorable planets, such as Earth, return from the first game, but *Destiny 2* also features new locations, such as Saturn's moon Titan, Jupiter's sulfuric moon lo, and a Vex-controlled planetoid called Nessus. Players can explore all these locations through the game's cooperative and competitive options.

Advanced matchmaking options, more content and a deeper story suggest that fan feedback inspired Bungie as it developed *Destiny 2*. The game looks to be what hardcore fans want, while it offers an easier entry for players who are new to the series. *Destiny 2* drops soon, but if you can't wait that long, Bungie is hosting several beta tests this summer. ©



NEW

GUARDIANSUBCLASSES

SENTINEL TITAN The Titan class always focused on brute force and direct damage, a role that will be epitomized with the new Sentinel subclass. This subclass temporarily equips a Titan with a large shield that is just as useful for offense as it is for defense, thanks to its throws and bashes.

DAWNBLADE WARLOCK The Warlock's previous solar-based subclass, the Sunsinger, was arguably the character's most popular choice, as it could raise fellow players from the dead, but the Dawnblade's impressive ability to rain firepower from above or slash away on the ground with a fire sword may make for a harder choice.

ARCSTRIDER HUNTER The Hunter's new Arcstrider subclass feels very reminiscent of the character's previous Bladedancer subclass, as both summon an arc-based weapon for brutally swift strikes. The staff of the Arcstrider class, however, seems to pack a bit more punch than the Hunter's old blades.



MARVEL VS. CAPCOM:

COMIC CHARACTERS FIGHT TO SAVE THE GALAXY

BY EMMA SCHAFFER

Il your favorite characters from the Marvel and Capcom universes are back and ready to brawl in Marvel vs. Capcom: Infinite. This is far from the first time the two universes have tangled, but the threat is greater than ever: The villains Ultron and Sigma have teamed up to form the ultimate lifeform, Ultron Sigma, which is intent on infecting all organic life with a cybernetic virus.

The villains won't go unopposed, though.

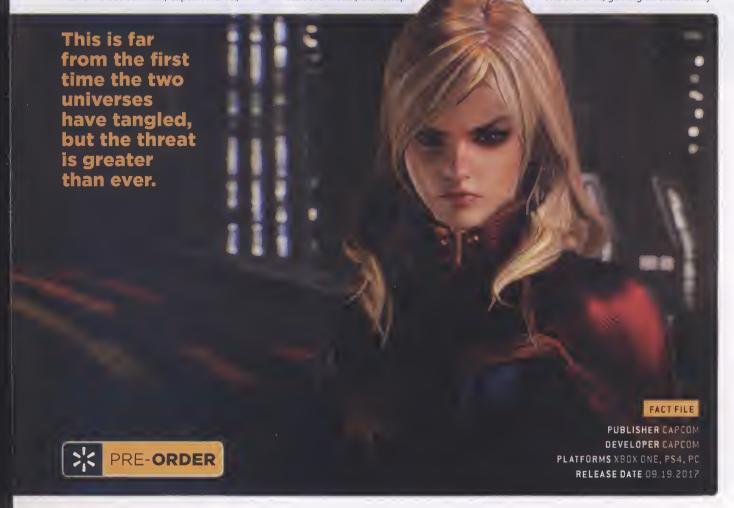
Marvel heroes Iron Man, Captain Marvel,

Captain America, Hulk, Thor, Hawkeye, Rocket Raccoon (and Groot!), Doctor Strange, Gamora, Black Panther and even Thanos join the fight for life, as will Ryu, Mega Man X, Chun-Li, Strider Hiryu, Morrigan, Chris Redfield, Nova, Dante, Arthur, Spencer and Zero from Capcom's side. They'll fight together for the fate of the galaxy in two-on-two matches.

Players select two characters from either or both universes at the start of a match, then swap

between them, chaining combos, at the push of a button. Be careful, though. All matches are two-on-two, so your opponent will swap between two characters as well. When you start another match, you and your opponent each can choose new characters.

Infinity Stones, objects of unsurpassable power from the Marvel Universe, feature heavily in the fray. Six stones are available, and each character is capable of wielding one at a time, gaining an extra ability







and a bit of customization for the player. So while you are watching each character's standard moves, you'll also need to keep an eye out for their Infinity Stone powers. Who knows what extra trick your opponent could be hiding?

Never fear, though, because the rest of the gameplay is actually pretty simple. Capcom is building the game with an "easy to learn, hard to master" approach, so even casual Marvel movie fans should be able to pick up a controller and join the fight. Players need to learn only six buttons: swap character, activate Infinity Stone power, heavy kick, light kick, heavy punch and light punch. On top of that, combos are easier than ever. Even repeatedly mashing the light punch button could send



your opponents flying. On the other hand, there's a high skill ceiling; fighting game veterans who take the time to learn will quickly be able to pull off more advanced combos and gain the upper hand.

Whether you're a newcomer or an old-hat fighting champion, all your skills will be needed to protect the galaxy when *Marvel vs. Capcom: Infinite* releases in September. ©

INFINITY STONES

Followers of the Marvel Cinematic
Universe are familiar with the Infinity
Stones: six colored stones of incredible power, each with dominion over
a different aspect of the universe. In
Marvel vs. Capcom: Infinite, equipping a
charcter with a Stone grants a unique
power-up move. All six stones appear in
the game, but we know the details for
only four so far.

Power Stone This stone increases the strength of characters' attacks, letting them deal a lot more damage.

Time Stone Your character moves at blinding speed, darting across the screen, dodging attacks and unleashing combos in the blink of an eye.

Space Stone This Infinity Stone traps your opponent in a force-field-like box, making it easier to set up attacks.

Reality Stone With this, characters can fire a special projectile or, if powered up, unleash a barrage of elemental attacks.



FORZA MOTORSPORT

START YOUR ENGINES

BY RAY CARSILLO

t's always easy to say the next sequel in a long-running series is going to be bigger and better than the last. More often than not, though, the Forza series has delivered on this promise, and it looks to do so again with the recently revealed Forza Motorsport 7.

The most obvious upgrade is the look of the game. Running on the Xbox One X, Forza 7 delivers crisp, gorgeous 4K visuals that make you feel as if you're actually in the driver's seat, speeding around any of the game's 30 tracks from around the world, including the Dubai Autodrome

Of course, the fun doesn't depend only on where you're driving, but what.

More than 700 cars are included in Forza Motorsport 7 at launch. One of the most epic rides on that list is the game's cover car, the 2018 Porsche 911 GT2 RS. Its reveal at Microsoft's E3 press conference was the first public showing of the beauty, as well as the kickoff of a six-year partnership between Microsoft and Porsche.

Forza 7 offers so much more than just additional cars and tracks, though. New levels of customization, including the chance to personalize your driver, have been added. Devoted Forza fans finally have the opportunity to decide which jumpsuits and helmets their Drivatars can wear to feature the personal flair they've always sought. And the driver isn't stuck in the car for the entirety of the game: Players can show off their drivers before and after races, as well as in online play.

If you're a fan of racing games, Forza 7 looks primed and ready to take the pole position again this year. ©





Running on the Xbox One X, Forza 7 delivers crisp, gorgeous 4K visuals that make you feel as if you're actually in the driver's seat



FACT FILE

PUBLISHER MICROSOFT

DEVELOPER TURN 10 STUDIOS

PLATFORMS XBOX ONE, PC

RELEASE DATE 10.03.2017



he NBA 2K series is the highest-rated yearly sports game for good reason. No other sports game on the market has so consistently captured the atmosphere of playing on a court, field or rink. But during the last couple years, the basketball sim was content to rest on its laurels, as developers made only minor tweaks to modes like MyPark and MyTeam.

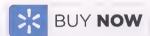
NBA 2K1B is ready to mix it up, though. In single-player, you can still expect the in-depth career mode through which you live out your basketball superstar fantasy. But NBA 2K1B will amplify its online competitive scene,

No other sports game on the market has so consistently captured the atmosphere of playing on a court, field or rink.

ditching MyPark and booting up its new NBA 2K eLeague, an eSports league that will begin competing — and paying its handful of players — in 2018. The NBA itself will operate the eLeague, the first time in eSports history that a major American sports association has done such a thing.

More casual players can expect a pumpedup Pro-Am mode, where they can join four other players and, in 5v5 scrimmages, take on another team. On the other hand, if you like having complete control of a team, modes such as MyTeam or Play Now Online will also be making their return.

NBA 2K1B has dominated the basketball sim landscape for a long time. With competitors finally breathing down its neck, the 2K team is making some needed changes and taking its game to the next level. Expect a slam dunk this September. G



REVIEW

UNCENSORED EVALUATIONS FROM THE GAMECENTER EXPERTS



UNUSUAL APPENDAGES MAKE FOR AN ORIGINAL BOXING GAME

BY EMMA SCHAEFER

intendo's original universes are always wonderfully bizarre, and the company's first big creation for the Switch is no exception. The world of *Arms* is populated with colorful characters who wake up one day with extendable arms made of ribbons, snakes, ramen noodles and other spring-like materials — then decide to punch one another in the face for sport.

While Arms uses motion controls by default, the characters' battles are far more complex than the pugilists' simple flailing in early Wii boxing games. The characters have two arms, each of which can be equipped with a variety of different weapons. Whether your arms are slow, heavy and devastatingly power-

ful or light, fast and capable of slicing through your opponents' arms, you must adapt your playstyle and figure out which shots to block and which to dodge. Add a variety of status effects; a triangle of shielding, grabbing and punching; and a Rush Meter to unleash a barrage of punches, and you'll see that *Arms* has enough strategy to keep even old-hat fighting game fans entertained. (And, if motion controls really aren't your thing, there's always the option to play with a standard controller.)

The main fighting modes of *Arms* offer one-on-one, two-on-two, and three-way free-for-all matches. Although ranked fights and the Grand Prix campaign make up the bulk of the game, standard fights aren't the only

content available. Volleyball is fun with friends, although a little infuriating to play against Al. Hoops tasks players with tossing each other through a basketball hoop with a satisfying slam. And Skillshot improves your aim as a break-the-targets mode that emphasizes precision. Players also can team up with friends or other players online to take down a boss.

No matter what the mode, Nintendo embraces the wacky world of *Arms* with gusto, from the singer belting out a hearty version of the game's theme to the well-crafted details hidden away in each stage. Each fight is presented with an unbridled sense of enthusiasm, making *Arms* a joy to pick up and play, no matter your skill level. ©



Splatoon®

BROUGHT TO YOU BY PRIMA GAMES

01: RETURN OF THE OCTARIANS



Lair Entrance

This entrance is located a few steps beyond the Boss Kettle, in the center of the platform. Simply ink the invisible entrance to make it appear, then hop inside.



Sheldon Request

Sheldon has no specific requests for completing this first level—complete it using the Hero Shot supplied by Marie. Of course, you can return to this level later and complete it with any weapon you've unlocked during your Octo Canyon adventures.











Key Locations

Flanking Maneuver

The Shielded Octotrooper here is manning a turret with a protective shield. A frontal attack is not advisable, as the shield always protects the Octotrooper from taking damage. Therefore, slowly swim through the ink and flank the Octotrooper from the side. Maintain a slow speed while swimming, otherwise the Octotrooper will detect your movement and attack, spreading purple ink. Once you're behind the Octotrooper, pop out of your ink and open fire. Alternatively, you can toss a Splat Bomb behind the Octotrooper, making him rotate and exposing his back.

B Key Search

This platform's launchpad is secured by a vault—you must find a key to open it. The key is located among the crates to the right, but this area is blocked by a vertical grate. Enter squid form to swim beneath the grate. You can also jump through the grate while in squid form. Once on the other side of the grate, use the Hero Shot and Splat Bombs to destroy the crates and any Octotroopers hiding inside. The key is stashed in the large reinforced crate, which requires repeated hits from your weapon. Grab it and return to the vault to proceed to the next platform.

© Tenta Missiles Ahoy!

The three vaults on this platform are guarded by a staggering 12 Octotroopers. Use the Tenta Missiles retrieved from the previous vault to thin out the resistance. Lock on to as many Octotroopers as possible, then fire a volley of Tenta Missiles onto the platform below. While effective, the Tenta Missiles aren't powerful enough to wipe out all of the Octotroopers, but they do an excellent job of spreading ink and creating chaos among the Octarians. Maintain the high ground and fire down on the survivors using the Hero Shot and Splat Bombs.







Collectibles

Sardinium

Avoid this vertically oriented launchpad, behind the Shielded Octotrooper, until you've collected the Sardinium located in the crate atop this platform. Ink and swim up the wall, careful to avoid making contact with the launchpad. Smash the crate to claim your reward!



TM & © 2017 Nintendo

Sunken Scroll

This lair's Sunken Scroll is stashed in an orange

crate



beneath a narrow walkway. Cross the walkway, then enter squid form to drop through a grate, passing through three squid rings on your way down. Turn around and follow a perimeter path to locate this crate resting on a grate. Ink the metal diamond plate section, then swim upward to access the crate.







BROUGHT TO YOU BY PRIMA GAMES

OBJECTIVE

REACH THE KING BEFORE HE SIGNS THE TREATY!

After completing a few quick tutorials on game basics, fight your way up the Nalbina Fortress to the Highhall where King Raminas is scheduled to sign the peace agreement with Archadia.



- 1. Complete the basic tutorials.
- 2. Defeat the Air Cutter Remora.
- 3. Fight your way to the King.









TREASURE TABLE LEGEND:

= These color chests only appear once on the map.

INNER WARD

2P = These color chests will reappear on the maps.

Use the information above to determine the contents of the chests The legend to the right is valid for every map in this walkthrough

Potion

Potion

0%

100%





Learn the Basic Game Controls

As the story begins, you lay unconscious in the Aerial Gardens of the Nalbina Fortress, You are a Dalmascan soldier named Reks, 17, a mere boy orphaned by the war. Your captain, Basch, revives you and checks your condition. Your team includes several soldiers and Vossler Azelas. another esteemed member of the Order of the Knights of Dalmasca.

Note that Reks speaks of his vounger brother back in Rabanastre; we'll meet him soon enough. For now, watch Basch decimate a squad of Imperial Swordsmen—he's quite an accomplished warrior-and then follow his directions as you take control of Reks.



As a young soldier named Reks, you join Basch in his attempt to half the plot against King Raminas.

TALK AND REVIEW

Remember: Press to move conversations along. You can also press to select Log, which reviews previous exchanges in the current conversation. Press to exit the log.

Move the right stick to move the camera view around, then use the left stick to walk toward Basch. After that, you learn about the Talk Icon. Walk to the Dalmascan soldier posted at the nearby gate and talk to him. Approach the iron gate to learn about the Action Icon, then press to open the gate.



Take control of Reks and follow Basch's

After Reks and Basch climb the stairs to enter the next area, the Inner Ward, you learn about the Party Menu where you can examine your equipment and inventory.

BEAT THE (ALMOST) BOSS



The health of this a rship "boss" is measured by the red har across the top of the screen

The Air Cutter Remora is a boss... sort of. Note its red boss health bar across the top of the screen. When you fight any boss-type enemy, a similar bar appears. When you score hits, draining the boss's HP the health bar drops. Open the Battle Menu and attack the airship. Of course, this is a tougher fight, so keep an

eye on the HP counter next to Reks's name In the lower-right corner. In the unlikely event that it drops below 50 or so, you can replenish HP with a Potion or use a Cure magick spell.

SOMEONE'S GOT YOUR BACK

Actually, you don't need to heal Reks at all during the battle with the Air Cutter Remora. One of the Dalmascan Soldiers automatically keeps everyone healthy with Potions.

TO DRINK A POTION

Open the Battle Menu and select Items. Then select Potion (you start with 8 of them) and select Reks to restore some of his HP, If your HP gets really low, you can use a Hi-Potion instead. HI-Potions restore a greater number of HP than regular Potions.

TO CAST CURE

Open the Battle Menu and select Magicks & Technicks, Select White Magicks, then select Cure (the only choice for now), Finally, select Reks: he will cast a Cure spell on himself and restore some HP. This costs 8 MP (Mist Points). so Reks's MP counter will drop from 46 to 38. But you generate MP whenever you run, so you can push your MP back to 46 soon enough.

The Air Cutter Remora hovers low enough that regular sword attacks can strike it (this Isn't always true of flying foes, but you'll learn more about that later). But you can also sling a magick attack at the craft, Select Black Magicks from the Battle Menu, then select Thunder. Next, select your target, the Air Cutter Remora. Now watch Reks fire a nasty bolt of lightning at the airship. Once the Remora's health bar drops to about the halfway mark, Basch unleashes a blistering special attack that knocks it silly. (Note: This is a Quickening. You'll get to use these powerful attacks later in the game.) Watch as the Air Cutter Remora disengages and

Then, prepare for the game's first fight! Basch points out the hostile red Target Line, which indicates that you're being targeted by an attacking enemy-in this case, an Imperial Swordsman.

THE ATTACK COMMAND

Remember that once you select a target for attack, you automatically continue the attack (if you're within range) until that foe is defeated. Even if you interrupt the attack to drink a healing potion or use another item, your character automatically resumes his or her attack after using the item.

Press to open the Battle Menu. The menu cursor already points to Attack, so just press to select that action. There is only one target choice, Imperial Swordsman A; the menu cursor already points to that selection, so just press again. Move Reks toward the enemy guard to initiate the attack and watch the action unfold.

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Basch and his squad of Dalmascan soldiers quickly join in and make instant mincemeat of the poor Imperial. Now move forward across the bridge to trigger a guick event showing an approaching airship.

runs. Then prepare for another assault.









PARTING SHOTS

RAPHAEL COLANTONIO

CREATIVE DIRECTOR, PREY

rkane Studios took a risk when it moved away from its beloved Dishonored series to take a crack at the final frontier with Prey. Not to be confused with the 2006 cult classic of the same name, Arkane's latest is a tribute to the sci-fi of yesteryear. We sat down with Prey creative director Raphael Colantonio to learn more.

WGC: Arkane is known for letting players choose how to tackle objectives. Was that a focus again in *Prey*?

Raphael Colantonio: Yes, very much. I would say in *Prey*, [the focus was greater] than ever because this time we wanted to have a structure that was even more open. This time, instead of having missions that are independent of each other, there's one big world where it's all persistent and you can come back to do things in [any order]. There are other things, like you can kill every character that you meet and the game will keep going. So we tried to look at every aspect of the game and see how there could be a choice for the players.

"We always favor simulation and choice just because I think that is the ultimate game, the ultimate experience that players want to have."

WGC: How has the gameplay in Prey evolved from the style of gameplay Arkane is known for?

RC: We always favor simulation and choice just because I think that is the ultimate game, the ultimate experience that players want to have. Where they can live a giant "what if?" [and] where they can do whatever they want and the game responds to that. Ideally, I hope that is where games are going.

WGC: Space serves as the perfect setting for exploring the unknown. What themes are you trying to convey via *Prey's* gameplay? RC: We want the player to be curious all along.

The very first theme in this game is obviously "escape." You're in a dangerous place surrounded by aliens. But very quickly other themes start to emerge. There are questions around identity,

around empathy, around the morality of science. Those are all side-themes that the player will play with as the story unravels, but initially it's all about that core theme of just escaping.

WGC: What were some of your visual and stylistic inspirations for *Prey*?

RC: We like to invent new worlds and even though it is sci-fi, and it has some classic aspects to it, we wanted it to be our version of that. So, we came up with an alternate version of the world; it's not exactly the world we have lived in. There's this little detail [that] JFK survived his assassination in the 1960s, and so we thought, what would've happened? He would have pushed the space program more because we know he was into space and his sense of aesthetic might have carried over some. We put a lot of assumptions into designing this new world, but we also kept in mind we really wanted to come up with something familiar and not too much in the future. It's near future and believable, but still not quite what you'd expect.

It has its own fashion, where it's a futuristic 197Ds kind of look. There was a lot of research based on some references. Visual references like, there was a brand of hi-fi audio stuff called Bang & Olufsen that was popular in the 198Ds where they had this look of wood and steel and very simplified shapes and that was one of our influences. We also used the Viceroy hotel in New York City as a reference for this futuristic deco look we wanted. So that was our intention, to do sci-fi but give our own spin on it.

WGC: What are your favorite powers to use in *Prev*?

RC: Sometimes I thought the Mimic was really fun, but there are others that I found some interesting applications for. I think I like Remote Manipulation; even though it's not really fancy, it's very useful. And there's also Shift, which you get from the phantoms that lets you traverse left to right or forward to back and you leave behind a decoy, which I think is an interesting combination.



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